KONAMI®

DARK ADVENTURE

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DARK ADVENTURE: SUB HARNESSES

CN3 3P CONTROLS (JST)

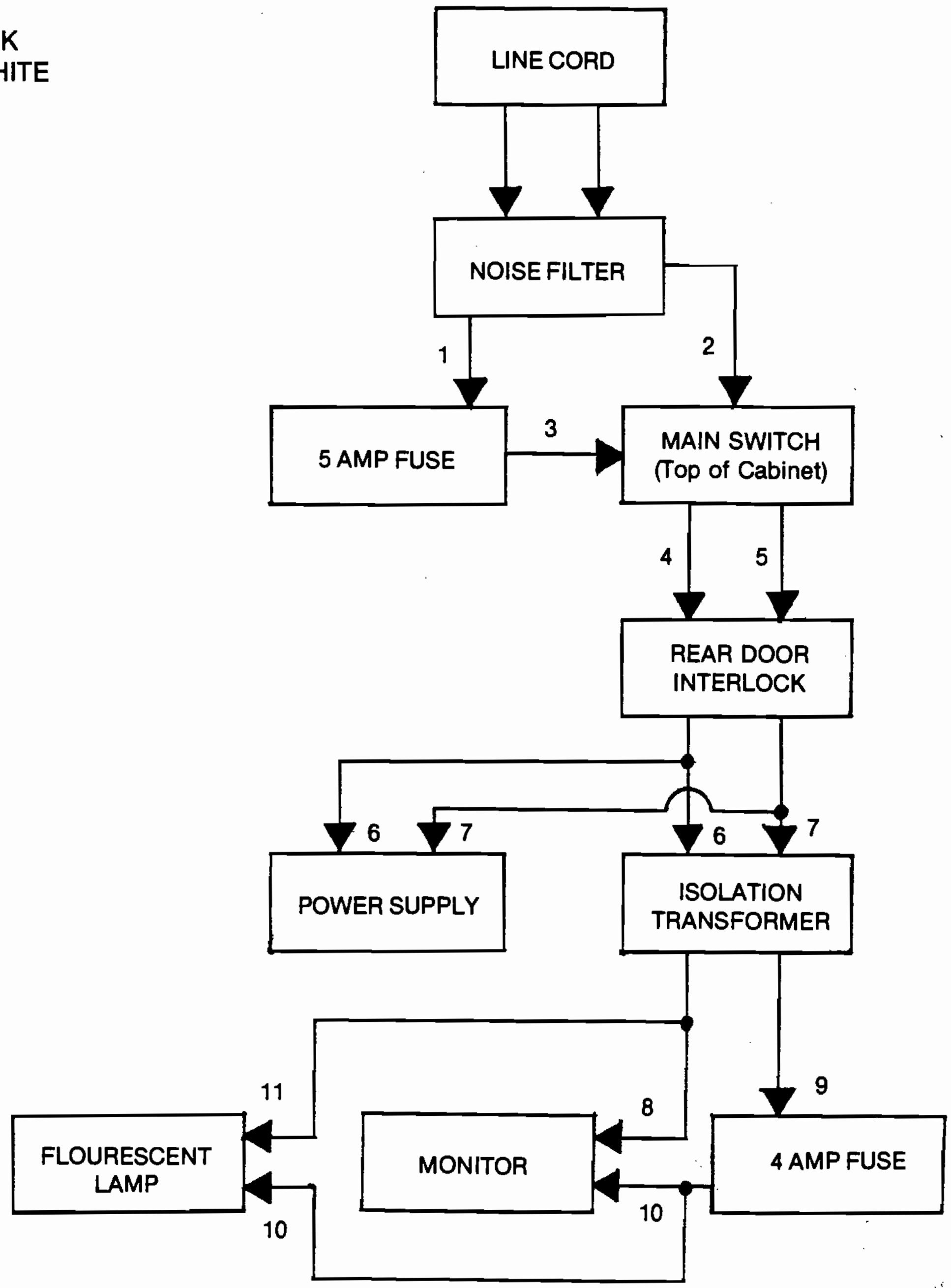
Pin	Function	Wire Color
1	COIN 3	RED
2		
3	3P LEFT	WHITE/RED
4	3P RIGHT	WHITE/YELLOW
5	3P UP	WHITE/BLACK
6	3P DOWN	WHITE/BLUE
7	3P JUMP/START	WHITE/BROWN
8	3P ATTACK	WHITE/ORANGE
9	3P DYNAMITE	WHITE/GRAY
10		
11		
12	COIN COUNTER 3	BLUE
13		
14		
15	GROUND	BLACK

CN8 SPEAKER OUTPUT (JST)

Pin	Function	Wire Color
1	SPEAKER +	WHITE
2	SPEAKER –	BLACK
3	SPEAKER –	BLACK
4	SPEAKER +	GRAY

DARK ADVENTURE: AC FLOW CHART

1. GREEN/YELLOW
2. BLACK
3. RED
4. BLUE
5. BROWN
6. RED/BLACK
7. BLACK/WHITE
8. WHITE
9. GREEN
10. VIOLET
11. ORANGE



DIP SWITCH SETTINGS

DIP SWITCH NO. 1 SETTINGS

SW	1	2	3	4	COIN	CREDIT
•	OFF	OFF	OFF	OFF	1	1
	ON	OFF			1	2
	OFF	ON			1	3
	ON	ON			1	4
	OFF	OFF	ON	OFF	1	5
	ON	OFF			1	6
	OFF	ON			1	7
	ON	ON			2	1
	OFF	OFF	OFF	ON	2	3
	ON	OFF			2	5
	OFF	ON			3	1
	ON	ON			3	2
	OFF	OFF	ON	ON	3	4
	ON	OFF			4	1
	OFF	ON			4	3
	ON	ON			INVALID	

DIP SWITCH 1

	1	2	3	4	5	6	7	8
ON								
OFF	•	•	•	•	•	•	•	•

SW5 through
SW8 are not used.

DIP SWITCH NO. 2 SETTINGS

THE NUMBER OF THE PLAYER'S LIFE

	1	2	NUMBER
	OFF	OFF	2
•	ON	OFF	3
	OFF	ON	5
	ON	ON	7

*The number of players life multiplied by the number of credit makes the number of players life for a play

DIFFICULTY OF THE GAME

SW	6	7	DIFFICULTY
	OFF	OFF	EASY
•	ON	OFF	NORMAL
	OFF	ON	DIFFICULT
	ON	ON	VERY DIFFICULT

SOUND

SW	8	SOUND
	OFF	OFF
•	ON	ON

DIP SWITCH 2

	1	2	3	4	5	6	7	8
ON	•					•		•
OFF		•	•	•	•		•	

SW3 through
SW5 are not used.

DIP SWITCH NO. 3 SETTINGS

1. VIDEO SCREEN FLIP

SW	1	FLIP
•	OFF	NORMAL
	ON	UPSIDE DOWN

2. CHANGE OF MODE

SW	3	MODE
•	OFF	GAME MODE
	ON	CHECK MODE

DIP SWITCH 3

	1	2	3	4
ON				
OFF	•	•	•	•

SW2 and
SW4 are not used.

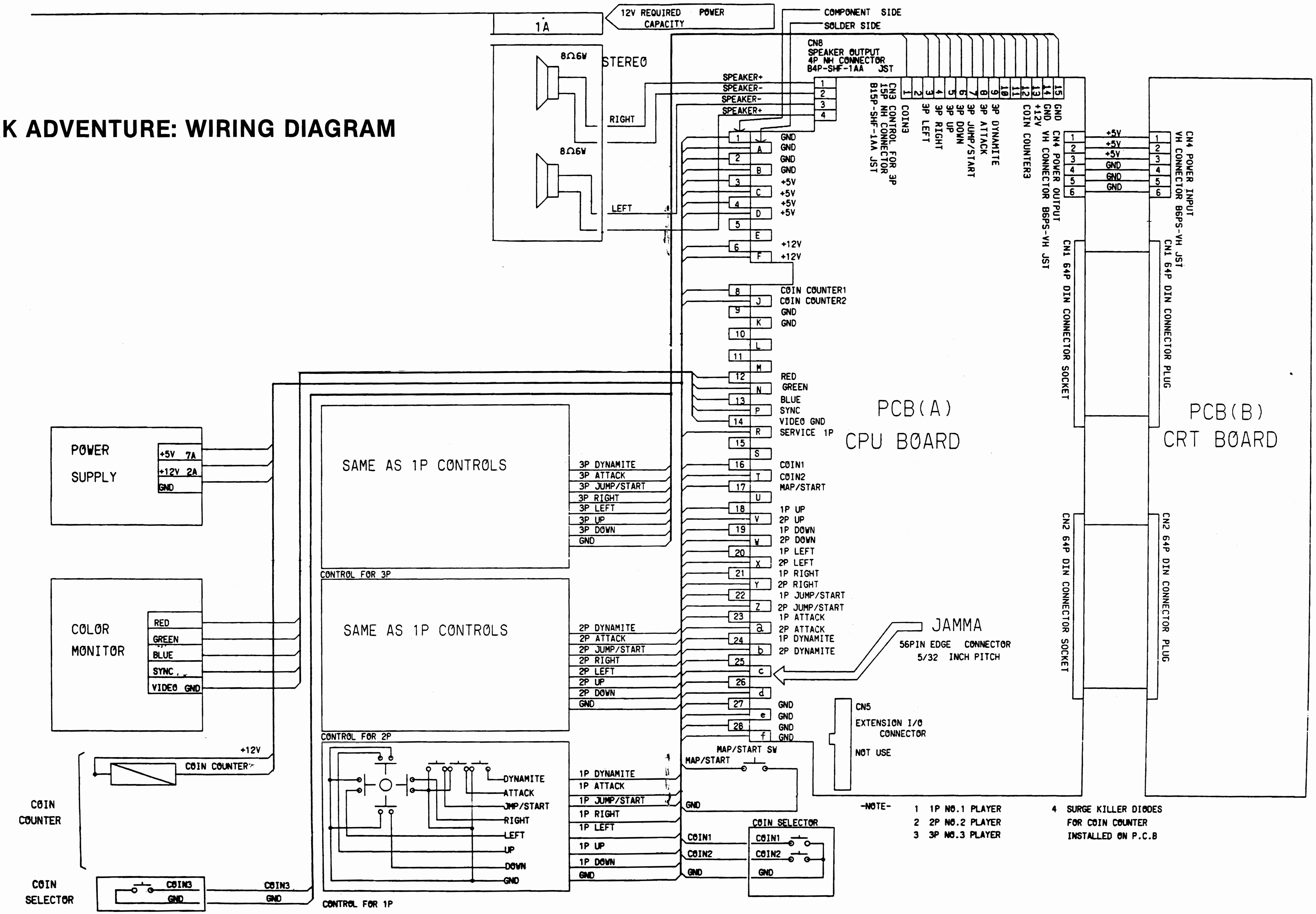
SELF TEST

A. How to start.
   1. Turn on the SW3 of the DIP SW3.

B. Test Items.
   1. Color Conditioning.
   2. Control Check.
   3. Coin Counter Check.
   4. DIP SW SET.
   5. Sound Check.
   6. Video Screen Flip.

*To change items, push MAP button.
*Push 1P SHOOT (JUMP, START) button to change sound.

DARK ADVENTURE: WIRING DIAGRAM



Gold Mech: Service Information
CLEANING and CARE of the MECHANISM

Fig. 1

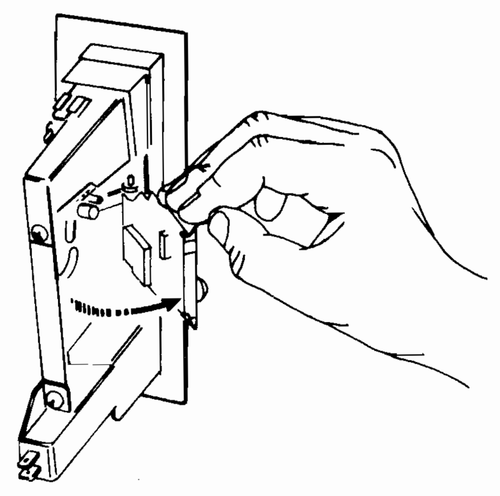
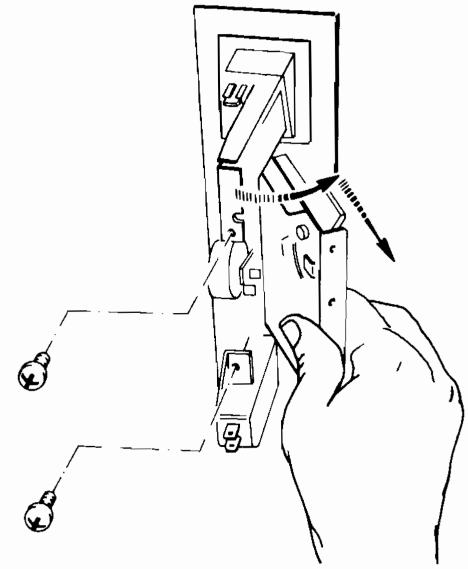


Fig. 2



The magnet that is fitted to the mechanism, should be kept clean from foreign particles. The magnet can be cleaned by swinging the gate open. (as shown in Fig. 1). Remove metal filings from the magnet by guiding the point of a screwdriver along the edges of the magnet, such that the filings cling to the screwdriver.

The mechanism can be cleaned by immersing in water using a small brush to clean the mechanism. Rinse the mechanism with boiling water and dry with compressed air.

Note:
Since the Gold Mech relies on coins passing the magnet at a constant speed, the rejector must be free of dirt and grease which may slow down the coins. Do not lubricate the acceptor with oil as this slows down coins.

If the above procedures are not successful, check for worn, bent or damaged parts and replace where necessary.

Coin switch

The coin switch comes in two different spring tensions—identified by the color of the plastic boss at the wire's pivot point.

Red: Light tension—U.S. 25¢

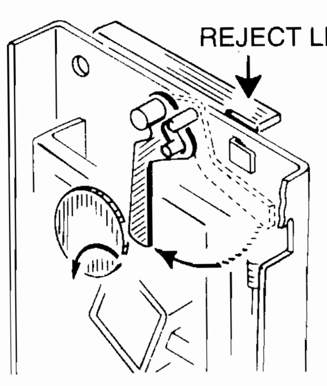
White: Heavy tension—heavy foreign coins

Removal of Mechanism

To remove the coin selector: Unscrew the two screws (as shown in Fig. 2)—swing rear of selector body away from the lock-out side and withdraw.

The Gold Mech Acceptors are designed to require a minimum of maintenance and field adjustment. Coins are checked by diameter and thickness, weight, metal content, bounce, and for ferromagnetic coins such as nickel and steel, a rim test is also used.

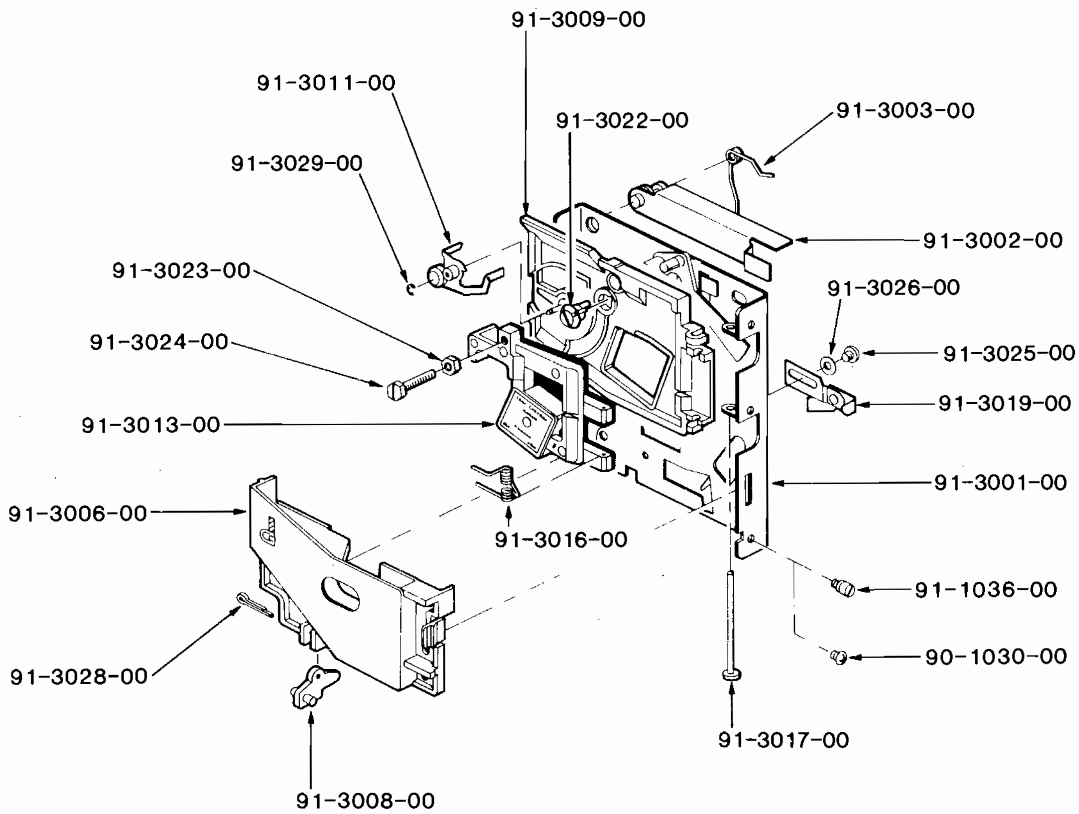
Fig. 3



The Magnet

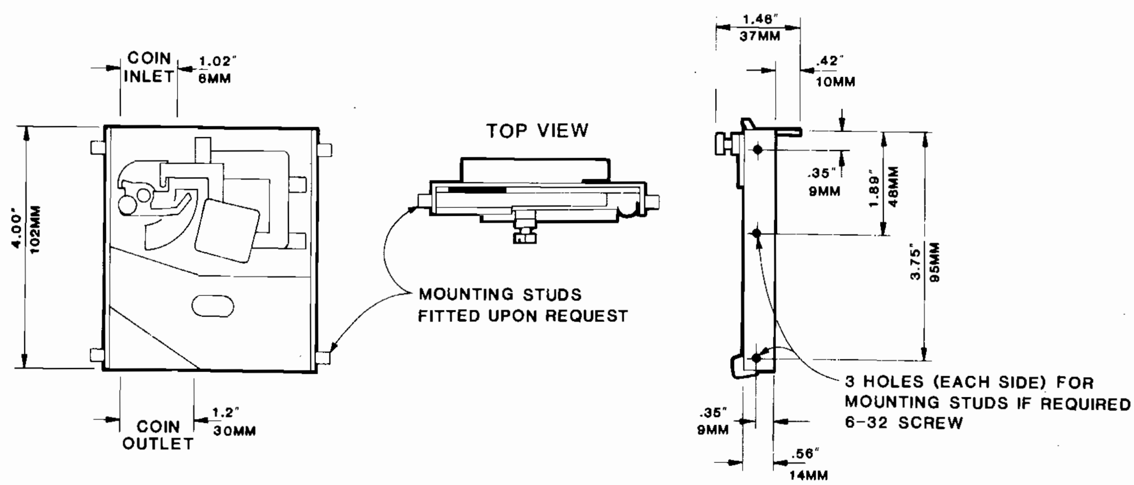
Coins that are too thick will fail to pass between the magnet and the backplate of the mechanism; and will be cleared by the magnet wiper when the reject lever is actuated. (Fig. 3)

Gold Mech
Engineering Data and Parts List

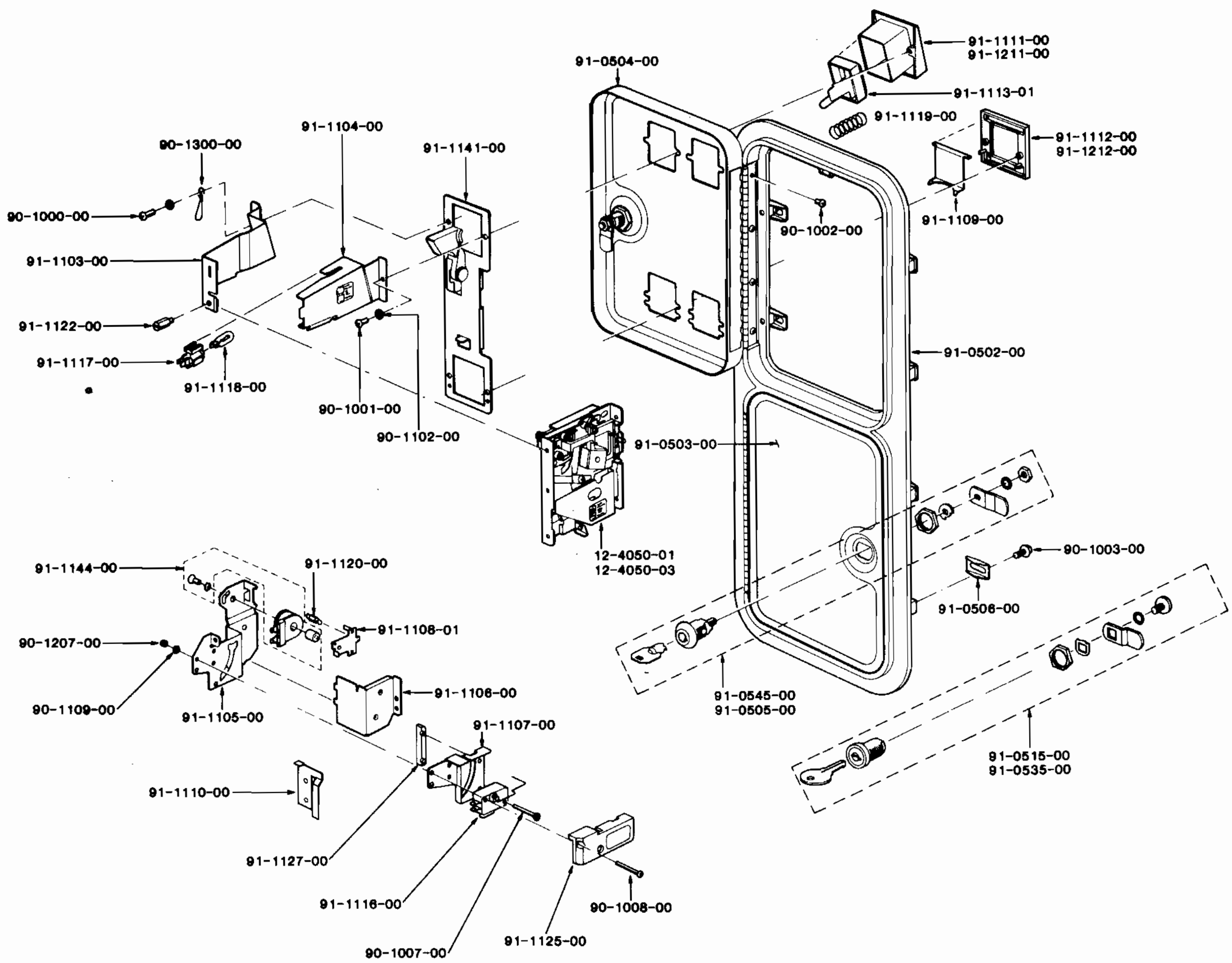


PARTS LIST

90-1030-00 Retaining Screw (#6-32" x .250")
91-1036-00 Mounting Stud
91-3001-00 Back Plate
91-3002-00 Reject Lever
91-3003-00 Reject Lever Spring
91-3006-00 Cover Plate
91-3008-00 Anti-Stringing Device
91-3009-00 Gate
91-3011-00 Cradle
91-3013-00 Magnet Holder with Magnet
91-3016-00 Gate Spring
91-3017-00 Gate Pin
91-3019-00 Separator
91-3022-00 Diameter Adjustment
91-3023-00 Locknut-Magnet Holder
91-3024-00 Screw-Magnet Holder
91-3025-00 Screw Separator
91-3026-00 Washer
91-3028-00 Cotter Pin for Anti-Stringing Device
91-3029-00 E-Clip for Cradle



COMPLETE COIN DOOR ASSEMBLY
EXPLODED VIEW



PARTS LIST

12-4050-01 S-10 Acceptor Body US 25¢
12-4050-03 S-10 Acceptor Body Canadian 25¢
20-4177-00 Plastic Cash Box
20-4179-00 Steel Enclosure
22-1400-00 Locking Bar
24-1150-00 Wire Harness
90-1000-00 Keyhook Bezel Screw
90-1001-00 Bezel Screw
90-1002-00 Hinge Screw
90-1003-00 Clamp Screw
90-1007-00 Flat Head Microswitch Mounting Screw
90-1008-00 Panhead Microswitch Mounting Screw
90-1102-00 Washer for Bezel Screw
90-1207-00 Nut for Microswitch Mounting Screw
90-1300-00 Keyhook
91-0502-00 Zinc Die Cast Frame
91-0503-00 Lower Door
91-0504-00 Upper Door
91-0505-00 Round Lock and Cam Assembly
91-0506-00 Clamp
91-0515-00 Flat Lock and Cam Assembly
91-0535-00 Flat Lock and Cam Assembly
91-0545-00 Round Lock and Cam Assembly
91-1103-00 Coin Inlet Lamp Side
91-1104-00 Coin Inlet Cover Side
91-1105-00 Reject Cup Side Plate
91-1106-00 Reject Cup Base Plate
91-1107-00 Microswitch Bracket
91-1108-01 Lockout Flap US 25¢
91-1109-00 Reject Flap
91-1110-00 Metal Switch Adjuster
91-1111-00 Black Button Bezel
91-1112-00 Black Reject Bezel
91-1113-01 Entry/Reject Button US 25¢
91-1116-00 Microswitch (Black End Arm)
91-1117-00 Lampholder
91-1118-00 6 Volt Wedge Base Lamp
91-1119-00 Button Spring
91-1120-00 Lockout Spring
91-1122-00 Retaining Screw for Acceptor Body
91-1125-00 Clear Plastic Cover for Microswitch
91-1127-00 Plastic Switch Adjuster
91-1141-00 Base Plate With Pivot and Stud
91-1144-00 6 Volt DC Lockout Coil Assembly
91-1211-00 Zinc Plated Button Bezel
91-1212-00 Zinc Plated Reject Bezel